Fandom 20 YEARS
Search
START A WIKI
SIGN IN
Explore
Fan Central
CURRENT
Fandom
FOR THE LOVE OF FANS
LEARN MORE
ADVERTISEMENT

in: Gargantuan creatures, Creatures of neutral alignment, Creatures found in deserts, and 5 more

Sink worm

EDIT

Sink worms were a giant species of worm found only within the vast expanses of sand and the Sea of Silt[↱] on the desert world of Athas.[1]

Contents [hide]

Description
Behavior
Abilities
Combat
History
Ecology
Diet
Appendix
Appearances
Organized Play & Licensed Adventures
External Links
References
Connections

A sink worm bursts its head out of the sand, revealing its huge toothy maw

Sink Worm

2e

2nd Edition Statistics	
Size	Gargantuan
Alignment	Neutral
General Information[1]	
Activity cycle	Day
Diet	Carnivorous
Homeland(s)	Athas (Sea of Silt[↱])
Favored terrain	desert
Average length	50 ft (15 m)

Follow on IG | TikTok | Join Fan Lab

Skin color(s)	White

Description

A mature sink worm fully measured around 50 feet (15 meters) or more in length. Their huge maws measured 7 feet (2.1 meters) across, lined on the inside with sword-like teeth, large enough to swallow humans and demihumans whole. Their bodies had a pale white coloration, giving them a resemblance to maggots.[1]

While moving, sink worms would suck in surrounding sand or silt for minute air particles, then filter those substances out through a sort of "gills". These were considered a curiosity among Athasian sages and the process left a sunken depression in the surface of wherever they passed.[1]

Behavior

These creature had a rather basic, animal level of intellect and were very aggressive hunters.[1]

Abilities

These creatures had sharp senses, making it hard to surprise them. They could sense the vibrations of people moving through their habitat, as far as 90 yards (82 meters) in silt and 120 yards (110 meters) in sand.[1]

Sink worms also possessed the unique ability to phase their bodies forward through sand and rock, no more than 90 feet (27 meters). This typically was used in order to surpass any rocky outcroppings in their habitat, though on rare occassions a particularly hungry sink worm might use it while on the surface to surge ahead of running prey. They were unable to activate this ability if they had prey within their mouth.[1]

Combat

Sink worms preferred to sneak up on their prey silently and burst out to swallow them once they were almost underneath the prey. They had no means of fighting other than their huge maws, thus they would swiftly retreat beneath the sand or silt whenever they were injured.[1]

History

In The Year of Despair, Malatran calendar, late 14th century DR, a group of heroes of the Living Jungle were sent from the Malatran Plateau through an elemental *gate* to the far-away world of Athas. Immediately upon arrival, the group was captured by Athasian elf slavers. A young Athasian thri-kreen named Ka'cha was among the creatures captured by the elves, and he lamented being

separated from his clutch.[2] On the dawn of the fourth day a ravenous sink worm attacked the eleven caravan,[3] giving the heroes the opportunity to escape. They seized it and freed Ka'cha, fleeing from the pursuers across the desert.[4] The beast managed to devour ten of the Athasian elves and gravely wound twenty before it was dealt a finishing blow by their chieftain, Ramok Firehar.[5]

Ecology

The sink worm was a species that lived a solitary existence, only meeting with others of their kind once every three years for the purpose of mating. Young were birthed as eggs, usually buried at least 10 feet (3 meters) beneath the surface of the sand or silt. Silt worms never returned to their young, leaving the hatchlings to fend for themselves and almost inevitably turn to cannibalize each other.[1]

Diet

These creatures were a carnivorous species, needing to feed upon at least one human-sized creature each day.[1]

Appendix

Appearances

Organized Play & Licensed Adventures

Dark Suns

External Links

- Sink Worm article at the ***Dark Sun Wiki***, a wiki for the *Dark Sun* campaign setting.

References

1. ↑ 1.00 1.01 1.02 1.03 1.04 1.05 1.06 1.07 1.08 1.09 1.10 Tom Prusa, Louis J. Prosperi, Walter M. Bass (1992). *Monstrous Compendium Dark Sun Appendix*. Edited by C. Terry Phillips. (TSR, Inc.), p. 83. ISBN 1-56076-272-1.
2. ↑ Tom Prusa (September 2002). *Dark Suns*. Living Jungle (RPGA), p. 9.
3. ↑ Tom Prusa (September 2002). *Dark Suns*. Living Jungle (RPGA), p. 10.
4. ↑ Tom Prusa (September 2002). *Dark Suns*. Living Jungle (RPGA), p. 13.
5. ↑ Tom Prusa (September 2002). *Dark Suns*. Living Jungle (RPGA), p. 11.

Connections

Worms

Blood (Giant) • Bloodring • Book • Brain • Cuttle • Deep • Earthworm (Dew • Leaf • Tomb) • Frost • Fury's Grub • Ice • Lava • Lung • Mind • Mortiss • Mottled • Nightcrawler • Polar • Purple • Ring • **Sink** • Thunderherder

Unique Worms

Bore • H'Calos • Haask • Iron

Related Creatures

Bore (Gondar imitation) • Grick • Neothelid • Psurlon • Soul larva • Tenebrous • Thoqqua • Tube • Tunnel

Categories

Community content is available under CC-BY-SA unless otherwise noted.

More Fandoms

Fantasy

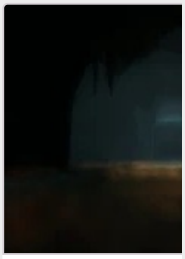
Well Met!

Welcome to the Forgotten Realms, the legendary fantasy world created by Ed Greenwood and countless others and the central setting for *Dungeons & Dragons*. Join us as we explore this vast and storied land.

At last, the promise of the Satanic Panic is fulfilled as Ed Greenwood teaches us how to cast *actual magical spells!* in Spellcasting 101. And you can work some magic by signing up to Ed's Patreon so he can conjure up more lore like this.

Recent Images

Wheloon/Sewers
8 hours ago



Sewer
8 hours ago

New Pages

Wheloon/Sewers
ChloeLorde
Evin
Tyrusxl
Clarorna Amaerityl
Artyom.pavlov
Template:Cite web/theedverse/2024-06-10 - Clarorna Amaerityl
Artyom.pavlov
Lightning quasi-elemental
TheDesFeux

See more >

AdChoices

Sponsored

Contact

FANDOM APPS

Take your favorite fandoms with you and never miss a beat.

Forgotten Realms Wiki is a FANDOM Games Community.

VIEW MOBILE SITE